Importing Aircraft, Missions, and Scenery for Combat Flight Simulator 2

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Aircraft
Importing Aircraft

One of the benefits of the open architecture of Combat Flight Simulator 2 (CFS 2) is that you can import aircraft from previous versions of Combat Flight Simulator and Microsoft Flight Simulator. But there are a few things to be aware of:

- CFS 2 is a significant design improvement over CFS 1, supporting options, details, and performance levels that were not possible in the first version. Because of this, the CFS 1 aircraft will function in CFS 2, but not with the same graphical quality and frame rate as the CFS 2 aircraft. Due to optimizations in code, the default CFS 2 aircraft display better and have better frame rates than certain other aircraft, especially highly detailed and complex third-party aircraft developed for CFS 1 or Flight Simulator 2000.

- Aircraft that have computer-controlled crewmembers (gunners) will lose those crewmembers when the aircraft is modified for player flight. As a fighter aircraft-based simulation, CFS 2 does not have any player aircraft that use computer-controlled crewmembers; there are no provisions to add them.

- Summary of the steps for importing:

    o To import the default aircraft from CFS 1 to CFS 2, copy all of the aircraft <u>folders</u> from CFS 1 to the CFS 2 aircraft folder. For more detailed instructions, see below.

    o To import the default aircraft from Flight Simulator 2000 to CFS 2, copy all of the aircraft <u>folders</u> from Flight Simulator 2000 into the aircraft folder of CFS 2. For more detailed instructions, see below.

- If you are importing any third-party aircraft that were created for either CFS 1 or Flight Simulator 2000, you will also need to import the contents of the Gauges and Sounds folders into CFS 2.

- Due to changes in the file structures, aircraft created for CFS 1 are unable to use external ordnance when used within CFS 2. This is a result of the differences in the .DP files between the two versions. You may choose to substitute the .DP file from an existing CFS 2 aircraft in order to have functional external ordnance; however, that ordnance will not be mapped to the correct locations, and will not consist of historically accurate weapons for that aircraft.

Importing aircraft files

Importing Combat Flight Simulator 1 aircraft files for use in Combat Flight Simulator 2

    o Double-click **My Computer**.
    o Double-click the appropriate **Hard Drive** where your Program Files are installed (usually **C:**).
    o Double-click **Program Files**.
    o Double-click **Microsoft Games**.
    o Double-click **Combat Flight Simulator**.
    o Double-click **Aircraft**.
    o From the window menu, click **Edit**.
    o Click **Select All**.

- Click **Edit** again.
- Click **Copy**.
- Click **File**.
- Click **Close**.

Pasting these files into your Combat Flight Simulator 2 directory

- Double-click **My Computer**.
- Double-click the appropriate **Hard Drive** where your Program Files are installed (usually **C:**).
- Double-click **Program Files**.
- Double-click **Microsoft Games**.
- Double-click **Combat Flight Simulator 2**.
- Double-click **Aircraft**.
- From the window menu, click **Edit**.
- Click **Paste**.
    - You will be prompted to replace a few files; select **No** to all.
- Click **File**.
- Click **Close**.

Importing aircraft from Flight Simulator 2000

- Double-click **My Computer**.
- Double-click the appropriate **Hard Drive** where your Program Files are installed (usually **C:**).
- Double-click **Program Files**.
- Double-click **Microsoft Games**.
- Double-click **Flight Simulator 2000**.
- Double-click **Aircraft**.
- From the window menu, click **Edit**.
- Click **Select All**.
- Click **Edit**.
- Click **Copy**.
- Click **File**.
- Click **Close**.

Pasting these files into your Combat Flight Simulator 2 directory

- Double-click **My Computer**.
- Double-click the appropriate **Hard Drive** where your Program files are installed (usually **C:**).
- Double-click **Program Files**.
- Double-click **Microsoft Games**.
- Double-click **Combat Flight Simulator 2**.
- Double-click **Aircraft**.
- From the window menu, click **Edit**.
- Click **Paste**.
    - You will be prompted to replace a few files; select **No** to all.
- Click **File**.
- Click **Close**.